



Black Templars Fleet

House rules for using Black Templars in your games

By Ray Bell

During the Second Founding, the Crimson Fists and Black Templars were formed from Rogal Dorn's Imperial Fists. This was not an easy transition as Dorn initially refused to have his Legion fractured into smaller Chapters, stating that after coordinating the defence of Holy Terra against the traitor Horus, it was his sacred duty to protect the Emperor and that he could not afford to split his few remaining forces. But with the ultimate consequence of another civil war, Dorn had to relent, adopting the Codex Astartes and the Second Founding.

Dorn chose the Champion Sigismund to lead the Black Templars. Sigismund seeing the suspicion in which he and his brethren were held, determined that a gesture of supreme faith was needed. Sigismund swore a mighty oath that upon leaving Terra, he would prove his loyalty, never resting in the prosecution of his duties against the enemies of the Emperor. Starting the greatest and longest Space Marine Crusade, that has continued unbroken for ten thousand years.

The Black Templars chose not to adhere to the Codex Astartes; embarking upon its Crusade, rejecting the idea of a homeworld, instead living aboard their Crusade fleets and leaving Chapter Keeps in their wake. Made up of dozens of battle barges, strike cruisers, training vessels and forgeships the Black Templars have a fighting strength of six Codex Chapters.

SPECIAL RULES

All normal rules for Space Marines apply (from Armada) in addition to the special rules that follow:

Attendant Vessels

A single Strike Cruiser, including variants, may be attached to an attendant vessel (Training vessel) or an attendant squadron of escorts (any escorts available in the fleet list).

An Attendant Cruiser must squadron with a Strike Cruiser, and therefore gain benefits from the Strike Cruiser's leadership and boarding (in a multiple boarding action you would get +2 for being Space Marine).

Attendant Escort squadrons may use the Strike Cruisers unmodified leadership if within 10cm.

Less Than Equal

Some ships in the fleet are noted as being 'less than equal', this means they have normal leadership, so 6-9 Leadership instead of 8-10, a +1 Boarding modifier instead of +2, and boarding torpedoes, but no Space Marine benefit against or for Hit and Run attacks.

Righteous Zeal

The fleet uses an additional Subplot (Blood Bond) to the one(s) it is already using, but without an affect on renown.

Legacies of War, Blood Bond: If a 'friendly' capital ship is crippled or destroyed all the other 'capital ships' (excluding Forgeships) in the fleet gain +1 leadership in the next turn!

If this is the subplot rolled for randomly, treat the random result as Legacies of War/No Quarter!: Cripple/destroy at least half the points value of the enemy fleet. (+1/-1)

In addition to the subplot Black Templar capital ships (excluding Forgeships), only give the enemy +1 Boarding modifier when crippled instead of +2.

Venerable Battle Barges

In addition or instead of a normal Battle Barge Black Templars may use one Venerable Battle Barge. Venerable Battle Barges halve their launch bays rounding up and may only launch Thunderhawks, Prow Weapons are replaced with class specific strength Torpedoes Front, and each vessel has had its points value altered for this list (the Torpedo strength and obviously the point values are noted in the Fleet List). Venerable Battle Barges originate from both the Imperial and Chaos Fleet lists.

(Note: although technically a Venerable Battle Barge the Eternal Crusader has its own fleet requirements in its rules, and is not contained within the fleet list). TYPE/HITS SPEED TURNS



FORGESHIP

300PTS

(Exorcist Grand Cruiser model)

Bound together by ancient treaties and deeds of promise, the Adeptus Mechanicus have a long standing relationship with the Black Templars. Various physical assets are offered by the Mechanicus, most notably Forgeships and the fleet resources they hold. Forgeships are however, usually obsolete vessels converted solely for their role as fleet support. The weaponry afforded a Forgeship befits its function and reluctant presence in a battle, being long range and broadside only.

Famous Ships

Heracles

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Cruiser/10	20cm	45	3	5+	3	
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Weapons Battery		60cm		10		Left
Starboard Weapons Battery		60cm		10		Right

Notes: Notes: Can't Come To New Heading, Less Than Equal, Allows 4 more Thunderhawks to be launched by the fleet than normal

ASSAULT STRIKE CRUISER VARIANT 165PTS

(Suitable for the 8th company of a normal Space Marine chapter)

There are countless variations of the Space Marine Strike Cruiser, most appearing to have same capabilities being used for largely similar tasks. Some variants have such an obvious divergence from the trend that they warrant more specific classification.

The Assault Strike Cruiser variant sacrifices direct firepower in order to provide larger waves of Thunderhawks. Greatly suited to the Black Templars aggressive fighting preference, the Assault Strike Cruiser variant is a relatively common sight in their fleets.

Famous Ships

Dorn's Sword, Ophidium Gulf

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Cruiser/6	25cm	90	1	6+	2	
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow Bombardment Cannons		30cm		2		Left/Front/Right
Prow Launch Bay		20cm		3 Thunderhawks		N/A
Port Weapons Battery		30cm		3		Left
Starboard Weapons Battery		30cm		3		Right

DEVASTATOR STRIKE CRUISER VARIANT 160PTS

(Suitable for the 9th company of a normal Space Marine chapter)

The Devastator Strike Cruiser variant has a very specific purpose; to overwhelm enemy ground forces with substantial bombardment and use possible pin point attacks to eliminate War Engines. Devastator Strike Cruiser variants are less favoured by the Black Templars who prefer the precision of ground assaults, resorting to planetary bombardment only in the direst of circumstances.

Famous Ships

Holy Hand of Antioch

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Cruiser/6	25cm	90	1	6+	1	
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow Bombardment Cannons		30cm		3		Left/Front/Right
Prow Torpedoes		30cm		6		Front
Prow Launch Bay		20cm		3 Thunderhawks		N/A
Port Weapons Battery		30cm		4		Left
Starboard Weapons Battery		30cm		4		Right

Notes: May replace the Weapons Battery broadsides with Str1 lance each side.



THE ETERNAL CRUSADER

Quite possibly the closest thing the Black Templar's have to a Fortress Monastery, the Eternal Crusader is the spiritual home of the Chapter. Containing their most sacred relics, chapels and reliquaries, it is revered by all Black Templars as their Crusading home. Being such a huge vessel of massive significance the Eternal Crusader has accommodation for twice as many Space Marines as a normal Battle Barge making it one of the most dangerous Imperial vessels in a planetary assault!

Special Rules: *Double Boarding Value.*

Scores 3 points in a planetary assault rather than 2.

The Eternal Crusader is a huge Battle Barge dating back to the very foundation of the Imperium. In that time it has led the Chapter on Great Crusades, drawing the segmented Chapter together for major offensives, and it has been the home of thousands of Black Templars not to mention the High Marshals themselves!

Commanded by the High Marshal, the autonomous leader of the Black Templars, the Eternal Crusader is the platform from which all Crusades are launched. Surrounded by his Sword Brethren the High Marshal is ready to massacre enemies in boarding actions, or tactically surpass his foes in the field or war. When ever the Eternal Crusader is called to battle, the High Marshals designs are destined for success.

Special Rules: *'High Marshal': Ld10, 1 fleet re-roll per turn.*

Sword Brethren (Normal Space Marine Terminator boarding party AND +1 Boarding Modifier).

Terminator Teleport Assault (roll 2D6 when conducting H&R teleport attacks and select which one you wish to count).

(This is the Marshal/Master of the fleet, you can't have 2!).

Throughout its long service The Eternal Crusader has undergone many refits and expansions, most notably additional launch bays for shuttles and Thunder Hawks, allowing it to achieve a relentless orbital invasion with its numberless landing and attack craft. Docking facilities for escort ships protrude from the ventral spine, hanging under the broadsides, to supply and repair its attendant squadron of Rapid Strike vessels. These docking facilities also have offensive capabilities in a boarding action making any such endeavour quick, bloody and certain! Most

ETERNAL CRUSADER (INCLUDING THE HIGH MARSHAL).....745PTS

'Overseen by the High Marshal on the Eternal Crusader, many Crusades blaze across the galaxy.'

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45	4	6+	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Launch Bay		20cm		2 Thunderhawks	
Prow Torpedoes		30cm		6	
Dorsal Bombardment Cannons		30cm		8	
Port Weapons Battery		45cm		12	
Starboard Weapons Battery		45cm		12	
Port Launch Bay		20cm		2 Thunderhawks	
Starboard Launch Bay		20cm		2 Thunderhawks	
		FIRE ARC			
				N/A	
				Front	
				Left/Front/Right	
				Left	
				Right	
				N/A	
				N/A	

Notes: *Can't Come To New Heading, Double Boarding Value, Scores 3 points in a planetary assault rather than 2, Due to the huge fuel reserves and the overall size of the vessel, roll 4D6cm for the blast radius should the ship explode. Captained by the 'High Marshal': Ld10, 1 fleet re-roll per turn, Sword Brethren (Normal Space Marine Terminator boarding party AND +1 Boarding Modifier), Terminator Teleport Assault (roll 2D6 when conducting H&R teleport attacks and select which one you wish to count) (This is the Marshal/Master of the fleet, you can't have 2!). The Eternal Crusader has the following upgrades: Thunderhawk Annihilators and Barrage Torpedoes. Has an 'attendant' escort squadron of 3-6 escort ships that may use the Battle Barge unmodified leadership if within 15cm. Character Ship (You need your opponent's permission to use this ship)!*

Fleet Requirements: Maybe included in fleets of 2000pts or more. Requires 2 Strike Cruisers to be fielded. You may have another Battle Barge in a fleet with the Eternal Crusader (You may use one of the Strike Cruisers allowing the presence of the Eternal Crusader to field this second battle barge).

ABOUT THE AUTHOR

Ray knows his way around Battlefleet Gothic. He's been playing it since it was first released and is on the BFG rules Committee.

remarkable of all is the prow docking facility. In combat it will unsheathe torpedoes, attack craft and landers. At other times it can fully open its main door to accommodate a single escort to affect repairs. It has not been confirmed whether it is possible to construct an escort within its prow, but as the Eternal Crusader is quite often active in a crusade it seems unlikely that this feat has ever been undertaken.

Special Rule: *Must have an 'attendant' escort squadron of 3-6 escort ships that may use the Battle Barge unmodified leadership if within 15cm.*

The Eternal Crusader has gigantic engines and near limitless fuel reserves. This has no bearing on combat or even the quickness of the vessel, but is a vital asset in a lengthy crusade where escort ships may need refuelling. Were the Eternal Crusader ever to be destroyed and catastrophic damage incurred, the resulting explosion would be devastatingly huge!

Special Rule: *Roll 4D6cm for the blast radius should the ship explode.*

Being the Flagship of such a powerful Chapter, the Eternal Crusader has the very best equipment and resources boasting the famed Thunderhawk Annihilators and Barrage Bombs. As with most Battle Barges the Eternal Crusader is also capable of exterminatus, although in ten thousand years it has been exceptionally rare to resort to such measures.

Special Rules: *Thunderhawk Annihilators act as bombers and fighters with a 4+ save vs. ordnance (the same as normal Thunderhawks).*

Barrage Bombs can be launched whilst in low orbit, where they will move just like ordinary torpedoes (they are unaffected by the gravitic pull of the planet). Each salvo of barrage bombs which strikes the planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 Assault points if it is strength 7 or greater.

Barrage Bombs can also be launched in space, like ordinary torpedoes. Barrage Bombs which attack ships (in either space or low orbit) do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct attack.